

CARD BATTLE SYSTEM



L-POWER

L-BATTLE

R-POWER

R-BATTLE



L



BATTLE SIDE



R

ON/OFF

SELECT

SET

© 1998 Nintendo

COMMERCE CONFLICT  
**BARCODE BATTLE**

# CARD BATTLE SYSTEM

5		
5600	3200	
1200	800	
600	1300	



ON/OFF

START

END

Barcode Battler



# COMMERCE CONFLICT BARCODE BATTLER®

The "Sacred Keys" made from Regista stone, which crystallize time, have been stolen. Your mission is to find the "Sacred Keys" and turn their mysterious powers against the forces of Evil.



Ref No. 7008

ERCE CONFLICT

# CODE BATTLER®

## THE HISTORY OF THE COMMERCE CONFLICT...

Look up into the southern sky on a clear, dark night and, in a galaxy just west of Orion's belt, you may glimpse the Barcode Nebula - a hazy collection of stars many light years away. You may think it looks serene and peaceful, yet nothing could be farther from the truth!

The peaceful days were shattered by the arrival of the self-acclaimed Emperor boss - the wickedest warmonger in the galaxy who had, by some stroke of genius, discovered the secret of time travel itself. Not content with conquering the entire Nebula in the present, he aimed to rule the past and future too!

And so began the 'Commerce Conflict' fought throughout the four eras of Barcode Nebulan time - a war so terrible that it has transformed the once peaceful Nebulan inhabitants into hardened Warriors, warring Wizards and mutated fighting machines - some treading the paths of evil, others battling for the forces of good, but all possessing fearsome fighting abilities and weapons of destruction.

You must choose two champions - one Warrior and one Wizard, and defeat the forces of evil in each of the four Barcode Nebulan Eras before you face the ultimate test - the evil Emperor Boss himself and his hugely powerful anti-matter monsters.

Do not fail. The present, past and future of the Barcode Nebula rests in your hands!



## CONTAINS SET OF 32 BATTLE CARDS



Tomy UK Ltd.  
European Headquarters,  
Sutton, Surrey SM1 1LD, England

PLEASE RETAIN FOR INFORMATION



## Ref no: 7008 BARCODE BATTLER

Because of small parts, not suitable for children under the age of 3 years.

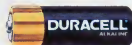
Made in China

Requires 4 X AA (MN1500) batteries (not included.)

Use of rechargeable batteries is not recommended.

Do not mix batteries of different types.

Always replace all batteries if game is to be stored for a lengthy period.



Tomy recommend Duracell batteries



CONFORMS TO BS 6841 EN1

ENGLISH  
INSTRUCTION  
BOOKLET & BATTLE  
MANUAL INCLUDED



# COMMERCE CONFLICT BARCODE BATTLER®

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ENGLISH  
EDITION

COMMERCE CONFLICT  
**BARCODE BATTLE**

COMMERCE CONFLICT

# BARCODE BATTLER®

"Sacred Keys" made from Regista stone, which crystallize time, have been stolen.  
Find the "Sacred Keys" and turn their mysterious powers against the forces of Evil.







# COMMERCE CONFLICT BARCODE BATTLE

**The Totally Unique game  
where you create and control  
your own Superheroes.**

Barcode Battler transforms barcodes you find on everyday products into great Warriors and warring Wizards! Every barcode is different so you never know what it might be - a Warrior, a Wizard, an incredible weapon...Or nothing at all!

Can you discover the mightiest Warrior or the most powerful Wizard?

Using your tactical skills you can fight your friends' Warriors and Wizards in the quest to discover who has created the greatest superhero.

Alternatively, you can join the Commerce Conflict - the epic struggle of good versus evil, where you battle against the computer's super villains in the fight to save the Barcode Nebula from the forces of evil.



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Suton, Surrey SM1 1LD, England

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Ref no: 7008 BAR

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ENGLISH  
INSTRUCTION  
BOOKLET & BATTLE  
MANUAL INCLUDED



# COMMERCE CONFLICT **BARCODE BATTLER**

## **AIR DRAGON**

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This horned and winged beast comes better armed than first appears, being capable of 'explosive' attacks, night vision and hyper-flight. It's life force may not be great but its powers of recovery are most impressive.





ENEMY-32  
▶ INSERT



**AIR DRAGON**

HP 39900



# COMMERCE CONFLICT **BARCODE BATTLER**

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## **BAGUZA**

Wielding an axe that few could lift, Baguza's giant body is only hindered by his small mind - a mind that has no wit and knows no fear. Beware his 'death stampede'... Those horns are even deadlier than they look.





ENEMY-39

▶ INSERT



**BAGUZA**

HP 40900



# COMMERCE CONFLICT **BARCODE BATTLE<sup>®</sup>**

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## **BARBIRIAN**

Beware. Three-eyed Barbirian saps your will to fight - making the strongest of warriors and wizards doubt themselves and their quest. Those serpent's eyes will mesmerise, so try not to look directly at him.





ENEMY-35  
▶ INSERT



**BARBIRIAN**

**HP 35900**



COMMERCE CONFLICT

# BARCODE BATTLE<sup>®</sup>

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## BEAST FEAST

Half man, half beast, this hairy member of the Crisp Clan has much more to offer than just an impressive set of dentures to scare bite-size enemies. A master of disguise, Beast Feast then sneaks up close to enemies and appears to explode - emitting tiny, lethal shards that tear through anything. A superhero with a truly dynamite personality.





BARCODE  
BATTLES

WIZARD-1  
▶ INSERT

**BEAST FEAST**

HP 3400



COMMERCE CONFLICT

# BARCODE BATTLE<sup>TM</sup>

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TYPE OF FIGHTER :

HP =

ST =

DF =

NOTES:



COMMERCE CONFLICT

# BARCODE BATTLER<sup>®</sup>

▶ INSERT



COMMERCE CONFLICT

# BARCODE BATTLE<sup>SM</sup>

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## COOL CANDY

Don't mess with this lady! Being one of the good 'guys' she may have a soft centre but, as any foe soon discovers, she has a rock hard outer shell. What's more, Candy is certainly no sweetie when it comes to casting spells - that silver sickle is the key to her power.



BARCODE  
BATTLER

WIZARD-3  
▶ INSERT



COOL CANDY

HP 3300



COMMERCE CONFLICT

# BARCODE BATTLER

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## DARMAN

Everyone looks up to Darman 'The Wizard Eater' - that's because he's thirty metres tall and so strong that he prefers to use bare hands rather than weapons in battle. Of course, you should always remember that: "The bigger they are the harder they..."





ENEMY-6  
▶ INSERT



**DARMAN**

HP 50900



COMMERCE CONFLICT

# BARCODE BATTLER

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## DOLCOON

Master of flame, Dolcoon destroys with heat and plays tricks with the light - making it nearly impossible for his enemies to tell the difference between truth and illusion. The Unihorn on Dolcoon's head is the centre of his power.







ENEMY-38  
▶ INSERT



**DOLCOON**

HP 33900



# COMMERCE CONFLICT **BARCODE BATTLER**

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## **DROOME**

This green fingered fiend is the Emperor Boss's right hand maniac. As clever as he is ugly, Droome is a power-mad wizard who secretly nurtures an ambition to be the ruler of the universe.





ENEMY-40  
▶ INSERT



**DROOME**

HP 42900



COMMERCE CONFLICT

# BARCODE BATTLER<sup>®</sup>

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## GILGER

This lobster-like mutant with virtually impenetrable armour is just as capable under water as on the land. Arrogant and incredibly aggressive, this cruel crustacean would love to have you for dinner.





ENEMY-36  
▶ INSERT



**GILGER**

HP 36900



COMMERCE CONFLICT

# BARCODE BATTLER

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## INFOTRACKER

This is a database with a mind of its own and a lot of helpful information to give. However, do not take advantage of this facility too often.

Ask one time too many and you will, quite literally, pay for it! You have been warned.



# INFOTRACKER

NEWS-2

► INSERT



??



# COMMERCE CONFLICT **BARCODE BATTLER**

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## **INFRA-RED GLASS**

Wear this strategic sighting device to make defence considerably easier. The headset analyses enemy movements, suggests their probable modes of attack and even allows for perfect night vision. There's only one problem: it's a rather fragile device.





# INFRA-RED GLASS

PROTECTOR-11

► INSERT



DF 1800





COMMERCE CONFLICT

# BARCODE BATTLE

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## JAM BAM

Being a member of the Preserve Clan this streetfighter with the serious haircut and no-nonsense muscles is second to none at getting out of sticky situations. A master of the laser sword and a crack shot, he also excels at the martial arts. He's a mean, lean, fist-and-foot fighting machine.



BARCODE  
BATTLER

WARRIOR-7  
▶ INSERT



JAM BAM

HP 3800



COMMERCE CONFLICT

# BARCODE BATTLER

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## JAW BREAKER

Nobody knows if Jaw Breaker is naturally the strong silent type or whether it's just the effect of those gobstoppers. Whatever the answer, this hi-tech hitman from the Sweet Clan has the ability to vanquish his enemies with heat-seeking spheres. The effect is literally 'shocking'! He has only one soft spot - he's 'sweet' on Cool Candy.



BARCODE  
BATTLES

WARRIOR-6  
▶ INSERT



**JAW BREAKER**

HP 4000



COMMERCE CONFLICT

# BARCODE BATTLER<sup>®</sup>

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## LIFE CRYSTALS

Because of their amazing ability to boost your Life Force, these rare crystals are worth more than the most precious of metals. They are found on only one Light World - which Light World we cannot tell for fear that greedy treasure hunters will destroy the source.



# LIFE CRYSTALS

LIFE -10  
▶ INSERT



HP 1600





# COMMERCE CONFLICT **BARCODE BATTLER**

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## **MAGIC SPIRIT**

This is the very essence of all magic spells. Magic Spirit gives Wizards the choice of the 10 F-aldraki spells as written in The Book of Merle. Read and learn, for with such knowledge comes wisdom and great power.





# MAGIC SPIRIT

M.POINT-1  
▶ INSERT



MP 5





COMMERCE CONFLICT

# BARCODE BATTLER

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## MANDRAKE

When traditionally prepared this mystical root possesses Life enhancing properties. It can be stored until needed, often in 'do or die' situations when mandrake is your only means of survival.



# MANDRAKE

S.POINT-1  
▶ INSERT



SP 5





# COMMERCE CONFLICT **BARCODE BATTLER**

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## **MEGA BLASTER**

With a tendency to shoot first and ask questions later, Mega Blaster is the fastest of the Fast Food clan. Always first to attack with guns blazing, this red-blooded super guy is skilled at making a *feast* of his opponents.





WARRIOR-8  
▶ INSERT



MEGA BLASTER

HP 3900



COMMERCE CONFLICT

# BARCODE BATTLER

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## NINJA STAR

A lethal weapon which demands skill, patience and, most important, perfect timing. Send it spinning at the enemy when the Battler spirit is with you and the effect can be devastating. Time it wrong and the star may harmlessly bounce off their defences.



# NINJA STAR

WEAPON-17  
▶ INSERT



ST 400





COMMERCE CONFLICT

# BARCODE BATTLER

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## PANDORAL

What's in the box? Precious metals that turn into poison when placed in his opponents hands and perfumes that become acid when they touch the skin - to mention but a few of the tricks this demon of deceit has to offer.







ENEMY-34  
▶ INSERT



PANDORAL

HP 29900



COMMERCE CONFLICT

# BARCODE BATTLER<sup>®</sup>

## POWER SWORD

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An ancient sword of legendary power. Cast in Fulmium, the hardest metal known in the Barcode Nebula, the sword's blows can only be resisted by armour made of the same metal - which is a problem for your enemies, as all known deposits of Fulmium are now exhausted.



# POWER SWORD

WEAPON-18

▶ INSERT



ST 500





COMMERCE CONFLICT

# BARCODE BATTLER

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## RAZOR FIST

Meet the superhero with the memorable handshake. Those lethal blades can slice through the toughest of bad guys, while that full-face helmet holds the strangest of secrets. And yet, despite appearances, Razor Fist has a great sense of humour - as long as you laugh at his jokes!



WIZARD-2  
▶ INSERT

BARCODE  
BATTLES



RAZOR FIST

HP 3200



COMMERCE CONFLICT

# BARCODE BATTLER

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## REZADON

Meet a lizard with a grudge. Created by the evil Droome and filled with hatred, Rezadon seeks revenge on Jam Bam who destroyed its twin clone in a previous battle. The only thing sharper than those teeth is that fearsome sword.





ENEMY-37  
▶ INSERT



**REZADON**

HP 31900



COMMERCE CONFLICT

# BARCODE BATTLE<sup>®</sup>

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## ROCKET GUN

A 'one shot' weapon that could win (or lose) you a battle. Pull the trigger and watch your enemy's Life Force take a tumble. Miss and you'll find there are no second chances. Only a weapon for Battlers with nerve!





# ROCKET GUN

WEAPON-19

▶ INSERT



ST 1200





COMMERCE CONFLICT

# BARCODE BATTLER

## SURVIVAL POINTS

No. of  
points

Effect

- |   |  |
|---|--|
| 1 | Recover life energy a bit              |
| 2 | Medium recovery of life energy         |
| 3 | Recover a lot (if not all) life energy |

### HOW TO SAVE A GAME...

After or before a battle, press 'R-BATTLE'. 'SAVE END' appears on the screen.

Having saved the game press SET to continue or SELECT if you wish to change mode.

### ...AND RELOAD A GAME

At the point where you would normally input your fighter cards press R-BATTLE. 'LOAD END' will appear on the screen.

Press SET and the saved data will appear. Press SET again to start the saved battle.



COMMERCE CONFLICT

# BARCODE BATTLER<sup>®</sup>

## MAGIC SPELLS

Spell No.	Points used	Effect/Limitations
F0	0	Get some magic points from enemy
F1	2	Increase own attack power
F2	5	Increase own attack power more
F3	2	Recover own Life Energy
F4	4	Recover more Life Energy
F5	3	Decrease enemy's defence power
F6	5	Increase own defence power
F7	4	Decrease enemy's attack power
F8	6	Increase own attack power
F9	3	Prevent enemy using survival points to increase power - only need to use once per battle



# COMMERCE CONFLICT **BARCODE BATTLER**

## **XF-ARMOUR**

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A synthetic suit of armour designed to resist both blade and spear, even when wielded by the mightiest of opponents over prolonged periods. Only a sword made of Fulmium could do the suit great damage. Fortunately that particular metal is very rare.



# XF-ARMOUR

## PROTECTOR-12

► INSERT



DF 700





COMMERCE CONFLICT

# BARCODE BATTLER

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## YODIN

If information is power then Yodin must, despite his small stature, demand your full respect. He will give you vital information but what he has to say will be said only once - so listen well.



# YODIN

NEWS-1  
▶ INSERT



??





COMMERCE CONFLICT

# BARCODE BATTLE<sup>®</sup>

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## ZANBEE

Hugely powerful and yet with some surprising weakspots, Zanbee's remarkable good looks hide a black heart. He is a cheat and a scoundrel. Any honourable opponent would be unwise to turn their back on him.





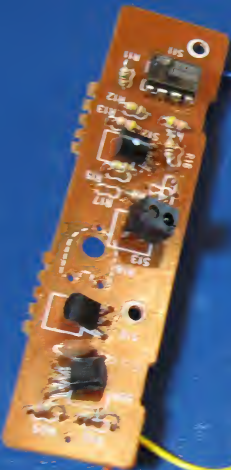


ENEMY-33  
▶ INSERT



ZANBEE

HP 38900



NEC JAPAN  
D75316GF 298

9314KK020

S2929A  
R10CL7  
D2Y

MADE IN JAPAN  
EPOCH

S01

R20

R01

R04

J12

J15

R02

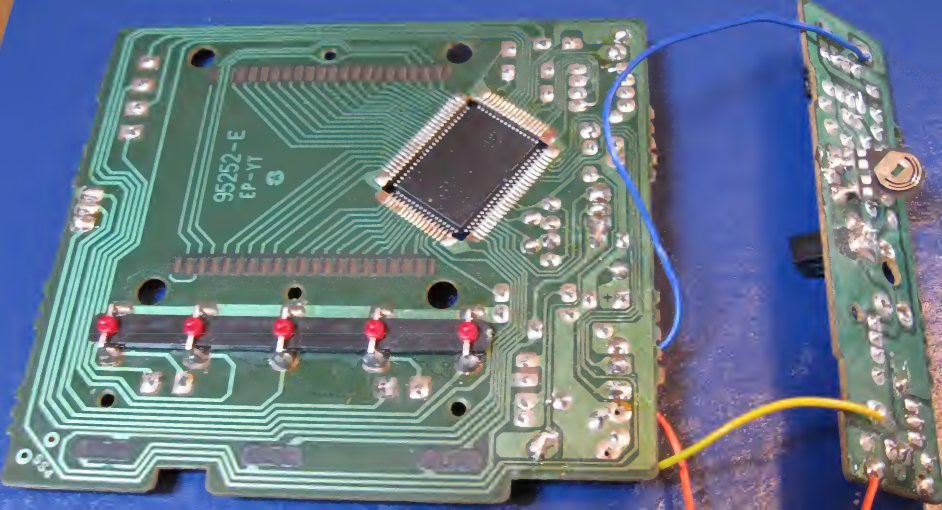
C01

J02

J03

J01









There are some mighty barcodes to be found on everyday products - offering Wizard, Warrior and Weapons of supreme strength. Have a look for some AND MAKE YOUR OWN CARDS.

**NOTE: SOME BARCODES CONTAIN NOTHING AT ALL - YOU MAY NEED TO TRY MANY BEFORE YOU FIND THE ULTIMATE.**

## HOW TO MAKE YOUR OWN ORIGINAL CARDS ...AND FIND THE STRONGEST WARRIOR/WIZARD AND BEST POWER CARD!

**1** Cut out any barcode printed in black and white - making sure to include its number - as in the picture. (If the barcode is from a magazine, do not cut out the smaller barcode to the right of the main barcode. It would confuse your machine.



Please take care when using scissors.

**2** Using clear sellotape, stick the barcode onto one of the 5 blank cards included in the set. The number should be upside down, the barcode horizontal to the bottom line of the card, but leaving 5mm space between the base of the barcode and the edge of the card.



**3** You won't know what the barcode will be until you try it. The card could be a WARRIOR, WIZARD, or POWER Card (POWER cards being defence, energy or weapons), or nothing at all. If you're lucky, the barcode you have discovered could have amazing powers.

## HOW TO INPUT A CARD

You input a card by sliding it reasonably slowly through the barcode scanner with the front of the card (the character side) facing you and the base of the card sliding from left to right along the bottom of the scanner.



If MISS appears on the LED screen, try scanning again after the MISS has vanished. Scan the card a little slower or faster.



Keep the card straight and level

Sometimes the scanner will refuse to read a card. That could be because you are trying to scan the wrong type of card (ie a Wizard when the machine is requesting a Warrior) or because the scanner can not read the barcode

- You can only input a POWER card when the POWER input icon is flashing. The same applies to Warriors and Wizards.
- Make sure your barcode is clean and unscratched.
- Colour barcodes can not be read. Try photocopying them on a black and white photocopier.

In addition, some power cards are not compatible with some fighters. For instance, a magic power card can not be used by a Warrior. Try another.

## HOW TO DO BATTLE



**1** Press ON/OFF to switch on Barcode Battler. Press SELECT to find CO mode. Press SET to confirm CO mode.



**2** In turn, each player should input a card of their choice. The computer will automatically register whether it's a Wizard or Warrior. If unsuccessful try another.



**3** Now each player inputs a power card for their Wizard or Warrior. If you don't want a power card then press SET. Always think hard which power card it would be best to use.



**4** Having input all your cards, the battle is ready to begin. When the red lights indicate that it's your turn to attack, press your BATTLE key.

**5** The player who reduces his opponents life energy to 00 is the winner.

**NOTE:** The computer randomly selects who fights first as indicated by the red lights.

## TIPS TO REMEMBER

Some power cards increase your attack power whilst some decrease your enemies defence (or vice versa!). Experiment with cards from the pack (See table on page 2) or with your own home made power cards.

If a player chooses a Wizard then he has many magic spells at his disposal. Depending on the spell chosen he can reduce or increase the attacking and defensive power of his or his opponents hero. See page 6 for an explanation of the spells your Wizard can cast.

If a player's life energy is low then they should consider pressing their POWER key or using their SURVIVAL points to recover energy (See page 6). The timing of a recovery often makes the difference between defeat and victory.

Why not try a CLEVER COMBINATION!

Instead of inputting a power card, try using an additional Warrior or Wizard card. Their powers may be increased OR decreased ... Experiment and discover the best combination.



# C1 MODE: A 1 PLAYER GAME WHERE YOU BATTLE AGAINST THE COMPUTER.

## THE HISTORY OF THE COMMERCE CONFLICT...

Look up into the southern sky on a clear, dark night and, in a galaxy just west of Orion's Belt, you may glimpse the Barcode Nebula - a hazy collection of tiny stars many light years away. The Nebula is composed of a collection of Light Worlds, each inhabited by a different Clan and, for as long as can be remembered, each Clan has always specialised in providing different products and services - hence the Fast Food Clan and the Candy Clan.

You may think it looks serene and peaceful, yet nothing could be further from the truth! In fact, all the Clans used to live in harmony, sharing goods that the others needed. Those peaceful days were shattered by the arrival of the self acclaimed Emperor Boss - the wickedest warmlinger in the galaxy who had, by some stroke of genius, discovered the secret of time travel itself. Not content with conquering the entire Nebula in the present, he aimed to rule the past and future too!

And so began 'The Commerce Conflict' fought throughout the four Eras of Barcode Nebulan time. This interstellar war has been raging for hundreds of our earth years - a conflict so brutal, so terrible that it has transformed the once peaceful inhabitants into hardened warriors, warning wizards and mutated fighting machines - some treading the paths of evil, others battling for the forces of good, but all possessing fearsome fighting abilities and weapons of destruction. The conflict is going desperately badly for the good Nebulans. On every Light World in each Era, the Emperor Boss has succeeded in installing four muscle-brained henchmen led by a lesser Boss. Meanwhile, suspended in a time-space void, he conducts his forces from the safety of his own Battle Station protected by an Imperial Guard of ten anti-matter monsters summoned from the negative universe.

Only six Barcode Nebulans have escaped slavery. It is from these that you must choose two champions - one Warrior and one Wizard, each with unique weapons and magical powers. To succeed in their quest they too must travel through time by collecting special 'keys' fashioned from a rare stone called Regista. By defeating the forces of evil in each era and collecting three Regista keys, your champions can travel to the next era - gaining in strength and power as they go.

Only when victorious in all four Eras will you be granted the final secret pass code, enabling your Warrior and Wizard to enter the Emperor Boss's Battle Station and face the ultimate test - the evil Emperor Boss himself and his hugely powerful anti-matter monsters. Do not fail! The present, past and future of the Barcode Nebula rests in your hands.

### BATTLE MAP

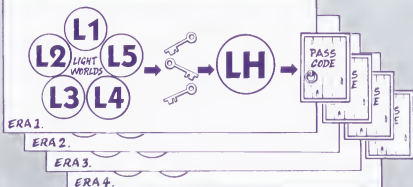
#### WARRIORS

#### WIZARDS



These are your superheroes. Choose one Warrior and one Wizard with whom you will start battling the fearsome enemies of the Barcode Nebula.

**NOTE:- THE COMBINATION OF WARRIOR & WIZARD WILL MAKE A DIFFERENCE.**



## YOUR MISSION IS SIMPLE !!

Each Battle Era (E on your screen) has 5 Light Worlds (L 1-5 on your screen) and a Boss station (H).

On each Light World there are 5 of the Emperors henchmen - each possessing different powers and fighting attributes. Some will be Warriors and some Wizards. 1 of the 5 will be a 'Boss' - an enemy with superior powers.

Defeating an enemy will give you greater powers of defence and attack. Defeating a Boss will also give you valuable life energy. The bigger and the more powerful the Boss the greater the powers you can win.

Terminate the Boss and the rest of your enemies on that particular Light World will also be destroyed!

Hidden with the henchmen in Light Worlds 1 to 5, are the three regista keys. You must find these before you can unlock the door to Boss Station H.

Even when you have all three keys, it may not be wise to go straight into Boss Station 'H'. Instead you could defeat a few more enemies to make your Warrior and Wizard even stronger for the battle to come.

Victory at the Boss station will give you the secret pass code (note it down!) You can then go to the next Battle Era.

**\*KEEP NOTES OF WHO YOU BEAT & ALL PASS CODES**

There are 4 Battle Eras. Victory in the 4th Era means that you will be strong enough to take on the 'ultimate challenge' - C2 Mode.



### HOW TO USE SURVIVAL POINTS

1. Press SELECT to switch the battle screen to the MAGIC & SURVIVAL screen. (Remember: Warriors only have survival points).
2. Press SELECT until your SURVIVAL points flash and then press SET.
3. Using SELECT choose the number of SURVIVAL points you wish to use.
4. Press SET and LIFE ENERGY will be recovered.

\* The amount of LIFE recovered depends on the number of SURVIVAL points used

\* Automatic life recovery can be achieved by pushing the POWER button (survival points will be reduced).

\* LIFE cannot be recovered if there are no SURVIVAL points left (although MAGIC points can be used to recover life using a specific 'spell')

No. of Survival points	Effect
1	Recover life energy a bit
2	Medium recovery of life energy
3	Recover a lot (if not all) life energy

### WIZARDS ONLY!

### HOW TO USE MAGIC

1. Press SELECT to switch the battle screen to the MAGIC & SURVIVAL screen.
2. Press SELECT until the MAGIC points are flashing and then press SET.
3. Use SELECT to choose which spell you want (from F0 to F9).
4. Press SET to cast your selected spell.

MAGIC SPELLS		
Spell No.	Points used	Effect/Limitations
F0	0	Get some magic points from enemy
F1	2	Increase own attack power
F2	5	Increase own attack power more
F3	2	Recover own Life Energy
F4	4	Recover more Life Energy
F5	3	Decrease enemy's defence power
F6	5	Increase own defence power
F7	4	Decrease enemy's attack power
F8	6	Increase own attack power
F9	3	Prevent enemy using survival points to increase power - only need to use once per battle

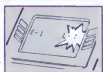
**NOTE: if you try to use your Survival points while under Spell F9, it is considered a foul and the game is over.**

## HOW TO BATTLE AGAINST THE COMPUTER.

1 Press ON/OFF key to turn BARCODE BATTLE on. Press SELECT until C1 mode is displayed. Press SET.



3. You will automatically start fighting in Era 1. Press SELECT to choose a LIGHT WORLD (L1 TO L5) in which you would like to play. Press SET to reveal your enemy, (if enemy is to strong for you, try to escape with R-POWER button).



5. Input a POWER card to start battling or, if POWER card is not wanted, press SET. You'll find that certain POWER cards only last for one 'shot' during a battle - usually the more powerful ones, whereas others last longer. The only real way to discover how a POWER card behaves is by trial and error.



The computer randomly selects whether you or the enemy attacks first, as indicated by the red lights. The computer attacks automatically.

6. Battling is exactly the same as C0 mode.

7. Press select after you defeat an enemy to reveal the Survival and Magic screen. This will allow you to recover the life energy you lost. (Check the 'How to use survival points' table, on page 6).

8 Every time an enemy is defeated his Magic and/or Survival points are transferred to your fighter who also gains in power. This is done by pressing set AFTER you have recovered your Life Energy.

9. When both your fighters are defeated the game is over - it's time to start again!



## TIPS TO REMEMBER !

1. Start battling against weak enemies to build up the strength of your Warrior and Wizard. Use the Enemy Encounter Guide in your Battle Manual to judge the strength of an enemy before you battle. Generally, the higher the number of the enemy the greater its strength-HH is the strongest. Make a note of the enemies you have defeated on the pages provided in your Battle Manual - it's a useful reference. Also why is it that some of your attacks are so much stronger than others?...Could it be something to do with timing?



2. Input your Warrior card and then your Wizard card. Certain pairings of Warrior and Wizard will grant you a special power. It's worth finding out which pairs can do this. Press SET to start.



4. Use SELECT to choose whether your Warrior or your Wizard fights first. Press SET to confirm your choice.

2. In each Battle Era look for 3 keys hidden in the Light Worlds 1-5. Each key will be held by an enemy. To find the whereabouts of the keys you can either trust to luck or use a NEWS CARD - just as you would use a POWER card. The NEWS CARD will reveal the number and world of an enemy key holder. You will have to defeat that enemy in order to obtain the key.



3. Unless you find 3 keys you cannot enter Boss Station 6. After defeating the Boss (HH) you can go to the next Battle Era. When you defeat the last Boss in Battle Era 4, C1 Mode is cleared. Now you can enter C2 mode.

4. Clear an era by pressing L-POWER and a PASS CODE appears. WRITE IT DOWN!

5. Even if one of your fighters is defeated, you can continue fighting the same enemy with the other Warrior or Wizard by pressing SET.

6. As you go through the worlds, save the game, so if you make a mistake you can go back to last save, rather than starting from scratch.

7. Fighters can be changed when not in battle. Press L-POWER and the screen changes so that you can input new fighters. To change only one fighter press SET so that only one fighter appears on the screen. If you change fighters, the next battle will be at the beginning of the stage. Also the strength of worlds alters and the positions of keys change.

8. If your Warrior or Wizard is terminated, can the remaining fighter bring them back to life? Do battle with a Wizard and press L-POWER when you beat him. You might be surprised!

## HOW TO SAVE A GAME...

After or before a battle, press 'R-BATTLE'. 'SAVE END' appears on the

screen. That's it. Having saved the game press SET to continue or SELECT if you wish to change mode. It's wise to save after every battle.

## ...AND HOW TO RELOAD A GAME

At the point where you would normally input your fighter cards press R-BATTLE. After a short pause 'LOAD END' appears on the screen.

Press SET and the saved data will appear. Press SET again to start the saved battle.



## HOW TO ESCAPE!

1. To escape a BATTLE press R-POWER (Sometimes it doesn't let you!)

2. To escape a WORLD press R-POWER when an enemy appears. This is very useful when the enemy - such as the BOSS, is too strong for you to fight until you have accumulated more power by fighting easier battles with weaker enemies.



## THE STORY CONTINUES...

And so you are faced with the ultimate test. Your Warrior and Wizard have defeated 120 enemies and have travelled through 4 time eras. Now you are faced with the final 10 hugely powerful anti-matter monsters, one of whom is the evil Emperor Boss himself. Seek him out, destroy and you will have succeeded in bringing serenity once again to the Barcode Nebula.

### BATTLE MAP

These are the 10 Anti-Matter Monsters that you must now defeat in your final quest.



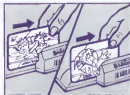
You must enter C-2 mode with the same Superheroes that helped defeat the enemies of C-1 mode.

### HOW TO DO BATTLE

Go straight to 3 if you are continuing play immediately after victory in a Battle Era.



**1** Press ON/OFF, SELECT C2, Press SET.



**2** Input your Warrior and Wizard cards. Press SET and then L-POWER.



**3** Input the pass code from Era 4 by pressing SELECT to choose a number and SET to input it. Repeat until pass code is complete.

Note: L-POWER clears the pass code if you have made an error. Input the code again.

**CAUTION:** you have to use the same fighters (Warrior and Wizard) that you used to complete C1 mode. Otherwise the Pass Code will not work.



**4** Now scan the enemy card you wish to fight.



**5** Then scan a POWER card to start the battle. (Press SET if you do not wish to input a POWER card).

**NOTE:** The computer randomly selects whether you or your computer generated enemy attacks first. A red light will indicate which side attacks.

The computer attacks automatically

You should now have a good idea of the principles behind Barcode Battler.

If you are still a little confused, follow this demonstration game of playing against the computer in C-1 Mode.

**SWITCH ON** - Press the ON/OFF button.

Once the screen has settled, the right hand side will be flashing 'C-0'. This allows you to select a game mode: C-0 (two players); 'C-1' (you versus the computer) and 'C-2' (the ultimate test against the computer after completion of C-1 mode).

Press SELECT once. The screen should now flash 'C-1'.

Press SET to confirm that you want to play against the computer's champion. The screen now shows the Warrior symbol on the left - flashing - and the Wizard symbol on the right. Both these are your champions.

It's time to choose a Warrior. Pick Warrior-B 'Mega Blaster' from the cards and, with the picture side facing you, 'wipe' the card through the scanner from left to right smoothly and not too fast. If you have done this correctly the shield symbol will stop flashing and three lines of figures will appear on the left hand side of the screen. The Wizard symbol will then start to flash.



If this does not happen the word 'miss' will briefly appear on the top right of the screen. The card has not been scanned properly. Wipe the card again until the screen changes.

Now choose your Wizard - in this case, Wizard-1 'Beast Feast' and wipe the card through the scanner. As you can see by the bottom left of the card and the top lines across the screen, Beast Feast has 500 less Life Energy than your chosen Warrior.



Now examine the screen. Here's what the figures represent:

**LIFE ENERGY AVAILABLE**  
(ENERGY DRAINAGE ALSO  
FLASHED UP DURING BATTLES).....**3900**.....**3400**

**ATTACK POWER**  
(MAGIC POINTS SHOWN WHEN 'SELECT'  
PUSHED DURING YOUR TURN IN BATTLE).....**1100**.....**900**

**DEFENCE POWER**  
(SURVIVAL POINTS SHOWN WHEN 'SELECT'  
PUSHED DURING YOUR TURN IN BATTLE).....**1000**.....**1200**

Press SET. E-1 (the Era number) is displayed on the left hand side of the screen and L-1 (the Light World number) on the right...Flashing. Press SET again because we want to play in L-1.

Now you meet the person to beat - your enemy on the right hand side of the screen. You have to choose which of your two should fight first. Wizard or Warrior? Choose your Wizard NOW. (Its usually best to match a Warrior to a Warrior and Wizard to a Wizard).

Press SELECT until the champion of your choice is displayed. Then Push SET to confirm your choice.

Time for yet another choice! Which power card will help your hero the most?

Choose the power card called 'LIFE CRYSTALS. LIFE - 10' (it will increase your life energy) and wipe it through the scanner.



By the way, if a power card repeatedly refuses to register (hence 'MISS') then opt for another. Some power cards won't work with particular Wizards or Warriors. Check the reference guide for information on power cards (Page 13).

Once your power card is wiped successfully, the computer will decide who begins the battle - a red light appears by either L (left) or R (right). YOU CAN DO NOTHING UNTIL THE RED LIGHT IS LIT UNDER 'L'. If it's R then you'll be attacked first. Wait and watch the screen to see how much damage you have sustained (simply look at the figures). In this game you TAKE TURNS to bash each other!

As soon as L is lit, try pushing the large L-BATTLE button. This is simply a direct attack on your opponent. The lights flash and your screen temporarily shows the damage you have done to your opponents Life Energy. The greater your attacking power and the weaker your opponent's defensive power, the more damage you will inflict.

Let your opponent reply and then, when it's your turn, we'll do something wasteful but informative. Let's RECOVER LIFE ENERGY BY USING SURVIVAL POINTS!

[PLEASE NOTE: if you have been unfortunate enough to come up against a particularly strong opponent - which sometimes happens at this level - you are probably already dead. Turn off and start 'Demonstration Game' from the beginning].

Push SELECT and, reading from the top down, your LIFE ENERGY is still displayed, followed by the MAGIC points available and, finally, your SURVIVAL points. The SURVIVAL point number will be flashing. If it isn't press SELECT until it is!

Next push SET and you will see the right side of the screen flash up a box of dashes opposite your Survival point total. Press SELECT until the number of Survival points you wish to use is selected. Press SELECT until two or three are showing. Press SET and watch your Life Energy suddenly shoot up.... probably only to be knocked down again by your opponent's next attack! (...Unless your opponent 'misses')

#### CHECK PAGE 6 TO SEE A SUMMARY OF WHAT SURVIVAL POINTS CAN DO

**Remember: Survival points don't last forever - so use them sparingly.**

It's your turn to fight again. This time let's try a bit of magic. Press SELECT to reveal the Survival and Magic point screen and then push SELECT again until the Magic point total is flashing (Middle line). Press SET and the box of dashes appears on the right hand screen opposite your Magic points.

Press SELECT and 'F0' will appear. Now provided you have sufficient Magic points, you have 10 choices. Look at the guide on page 6 to decide what Magic you would like to use. Once you have decided press SELECT until your chosen F number appears. Then press SET to cast your spell.

Now you know the basics, it's time to experiment by yourself. If you continue in the C1 game mode you'll find that everytime you defeat an enemy you gain power by pressing set. That's why you fight the weak ones first - to gain strength.

Should your first fighter be defeated, push SET at the end of the battle if you want to fight the opponent who just beat you (often a good idea because the opponent is weakened after battle) or press SELECT to choose another level and opponent.

Press SELECT to change world and SET to battle against the same enemy.

Now you can continue the game along the same lines-you must look for the 3 keys in order to enter boss world H before moving to the next era.

#### USE THIS GUIDE TO HELP CHOOSE WHICH POWER CARD TO USE WITH YOUR CHAMPION

##### CARD TYPE

Weapons  
Protection  
Life Energy  
News  
Survival  
Magic

##### WARRIOR

Depends on Warrior (but usually ok)  
Depends on Warrior (but usually ok)  
Depends on Warrior (but usually ok)  
Yes  
Yes  
No

##### WIZARD

No  
No  
Yes  
Yes  
Yes  
Yes

# COMMERCE CONFLICT BARCODE BATTLER®

THE "SACRED KEYS" MADE FROM REGISTA STONE, WHICH CRYSTALLIZE TIME, HAVE BEEN STOLEN.  
YOUR MISSION IS TO FIND THE "SACRED KEYS" AND TURN THEIR MYSTERIOUS POWERS AGAINST THE FORCES OF EVIL.



## INSTRUCTION BOOKLET

**TOMY**

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